

## CLAIM AMENDMENTS

The following is a complete list of claims. The claims below replace all prior versions of the claims in the application. Please amend claims 91 and 93 – 101. Please add new claims 102 – 110.

1. – 90. Cancelled

91. (Currently Amended) An electronic device for communication with a user comprising:

~~a computing platform including a graphical user interface;~~

circuitry that includes a processor; and

~~a computer storage medium including:~~

~~a plurality of music renderer nodes indicating music renderers and including encoding requirements;~~

~~a plurality of music items nodes indicating music items; and~~

a set of software instructions that, when executed by the processor, causes the circuitry to: comprising:

display a graphical user interface that includes ing a hierarchical graphical library tree that graphically depicts a the plurality of music renderer node\_s and a the plurality of music item node, wherein the music renderer node identifies a music renderer coupled to the device and includes information about the music renderer, and the music item node includes an icon identifying a music track stored on a storage medium of the device; and s;

in response to moving the icon from the music item node to the music renderer node, the circuitry:

determines whether or not the format of the corresponding music track is compatible with the corresponding music renderer such that the music renderer can render music from the music track;

in response to a determination that the format is not compatible with the music renderer, reformats the music track to a format that is compatible with the music renderer; and

~~receiving a user indicated request to moves the a subset of the plurality of music track item nodes from a first location in the hierarchical graphical library tree to one of the plurality of music renderer nodes in the hierarchical graphical library tree; and~~

~~automatically encoding the subset of the plurality of music items to meet the encoding requirements of the one of the plurality of music renderer nodes.~~

92. (Previously Presented) The electronic device of claim 91 further comprising an input device comprising at least one of a keyboard, a rollerball, a pen, a stylus, a touchscreen, a microphone, and a mouse.
93. (Currently Amended) The electronic device of claim 91 wherein the hierarchical library tree graphically depicts more than one music renderer node, wherein each music renderer node identifies a respective one of a plurality of music renderers coupled to the device. ~~further comprising an output device operative to display the hierarchical graphical library tree.~~
94. (Currently Amended) The electronic device of claim 91 wherein the music renderer includes nodes represent at least one of a stationary device, a stereo system, a portable device, a Diamond RIO, a RCA Lyra, a portable radio, and a personal display adaptor.
95. (Currently Amended) The electronic device of claim 92 wherein, in response to moving the icon from the music item node to the music renderer node, the circuitry copies the music track before moving the music track. ~~the set of software instructions, further comprises displaying on the output device the hierarchical graphical tree that graphically depicts the moved sussbset of the plurality of music item nodes.~~

96. (Currently Amended) A method for managing a music system, the method comprising: ~~with an electronic device that includes a memory, and input device, and an output device, comprising:~~
- ~~retrieving from a memory:~~
    - ~~data related to a plurality of music renderer nodes indicating music renderers and including encoding requirements; and~~
    - ~~data related to a plurality of music items node indicating music items;~~
  - displaying via an electronic device, a graphical user interface that includes a hierarchical library tree that graphically depicts a music renderer node and a music item node, wherein the music renderer node identifies a music renderer coupled to the device and includes information about the music renderer, and the music item node includes an icon identifying a music track stored in the device; and ~~on an output device a hierarchical graphical tree that graphically depicts the plurality of music renderer nodes and the plurality of music item nodes;~~
  - In response to moving the icon from the music item node to the music renderer node,
    - determining whether or not the format of the music track is compatible with the music renderer such that the music renderer can render music from the music track,
    - in response to a determination that the format is not compatible with the music renderer, reformatting the music track to a format that is compatible with the music renderer, and
    - moving the music track to the music renderer.
  - ~~receiving from an input device a user indicated request to move a subset of the plurality of music item nodes from a first location in the hierarchical graphical tree to one of the plurality of music renderer nodes in the hierarchical graphical tree;~~
  - ~~automatically encoding the subset of the plurality of music items to meet the encoding requirements of the one of the plurality of music renderer nodes; and~~

~~storing the encoded data of the subset of the plurality of music item nodes in the memory.~~

97. (Currently Amended) The method of claim 96 wherein the electronic device comprises an the input device that includes ~~comprises~~ at least one of a keyboard, a rollerball, a pen, a stylus, a touchscreen, a microphone, and a mouse.
98. (Currently Amended) the method of claim 96 wherein the music renderer includes nodes represent ~~at least one of a stationary device, a stereo system, a portable device, a Diamond RIO, a RCA Lyra, a portable radio, and a~~ personal display adapter.
99. (Currently Amended) The method of claim 96 wherein moving the music track to the music renderer ~~the move includes copying the music track before moving the music track.~~
100. (Currently Amended) The method of claim 96 further comprising displaying via the electronic device, the graphical user interface including a hierarchical library tree that graphically depicts the icon of the moved music track in the music renderer node. ~~on the output device the hierarchical graphical tree that graphically depicts the moved subset of the plurality of music item nodes.~~
101. (Currently Amended) A computer-readable storage medium storing including a computer program that, when executed by a computer, causes the computer to: ~~stored thereon for causing a suitably programmed system to process computer program code by performing the method of claim 96 when such program is executed on the system.~~

display a graphical user interface that includes a hierarchical library tree that graphically depicts a music renderer node and a music item node, wherein the music renderer node identifies a music renderer coupled to the device and includes information about the music renderer, and the music item node includes an icon identifying a music track stored on a storage medium of the device; and

in response to moving the icon from the music item node to the music renderer node, the program causes the computer to:

determine whether or not the format of the corresponding music track is compatible with the corresponding music renderer such that the music renderer can render music from the music track;

in response to a determination that the format is not compatible with the music renderer, reformat the music track to a format that is compatible with the music renderer; and

move the music track to the music renderer.

102. (New) The device of claim 91 wherein the music item node includes more than one icon, each identifying a respective one of a plurality of music tracks stored on a storage medium of the device.
103. (New) The device of claim 91 wherein the hierarchical library tree graphically depicts more than one music item node, wherein each music item node includes an icon identifying a respective one of a plurality of music tracks stored on a storage medium of the device.
104. (New) The device of claim 91 wherein the circuitry stores the moved music item in the music renderer.
105. (New) The method of claim 96 wherein displaying the graphical user interface includes displaying more than one music renderer node, wherein each music renderer node identifies a respective one of a plurality of music renderers coupled to the device.
106. (New) The method of claim 96 wherein displaying the graphical user interface includes displaying more than one icon in the music item node, each icon identifying a respective one of a plurality of music tracks stored in the device.
107. (New) The method of claim 96 wherein displaying the graphical user interface includes displaying more than one music item node, wherein each music item node includes an icon identifying a respective one of a plurality of music tracks stored in the device.
108. (New) The method of claim 96 further comprising storing the moved music track in the music renderer.

109. (New) The medium of claim 101 wherein, in response to moving the icon from the music item node to the music renderer node, the program further causes the computer to copy the music track.
110. (New) The medium of claim 101 wherein, in response to moving the icon from the music item node to the music renderer node, the program further causes the computer to store the music track in the music renderer.